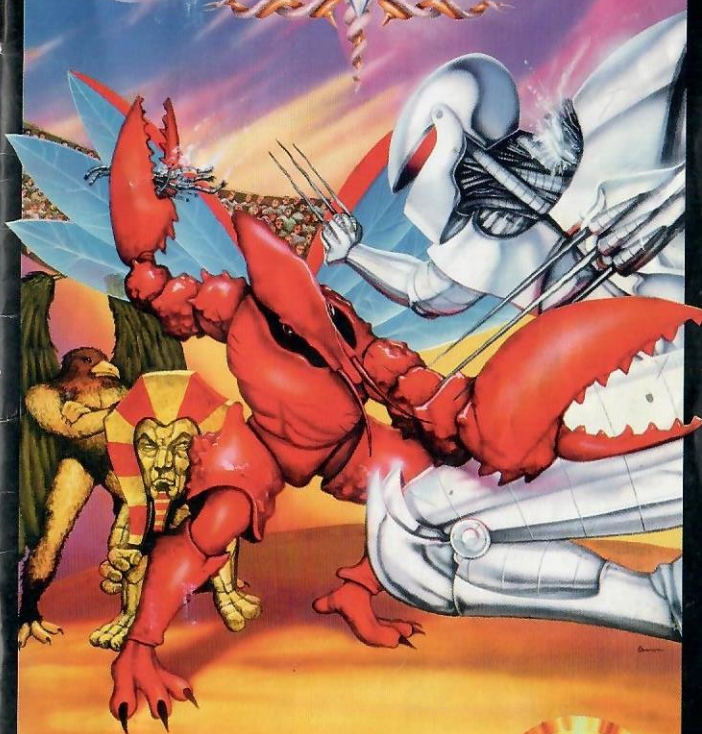


**TRECO**™

# FIGHTING MASTERS™



SEGA  
**GENESIS**™



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEMS.



## HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself and the Sega Cartridge.

### Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## THE FATE OF YOUR CIVILIZATION HANGS IN THE BALANCE...



*A Giant red sun will go Nova within hours...  
12 Star systems inhabited by sentient beings  
will be destroyed.*

An Omnipotent race, known only as Primaries, declare their power to save one civilization from extinction. To win the right to survive, each race must choose a champion strong enough to compete in a tournament to the death.

*Only one warrior can emerge triumphant...*

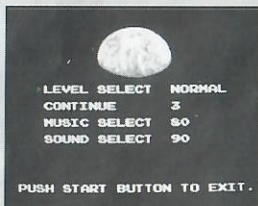


# LET THE GAMES BEGIN!

*Below are instructions on how to play FIGHTING MASTERS!*



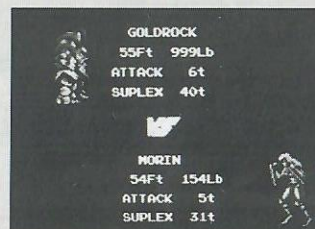
Press **START** to skip the electrifying introduction. Here, you have the options of either starting your game, or choosing options.



Select **OPTIONS**, and the **OPTIONS** screen will appear. Use your control pad to make the game **HARD**, **NORMAL**, or **EASY**, and choose from 3 to 5 continues. You can also listen to the game music by selecting **MUSIC** or **SOUND**. Press the "B" button to activate them. Press the **START** button to return to the main menu.



Press **START** in the main menu, and you will be given a choice between a **ONE** or **TWO** player game.



## ONE PLAYER TOURNAMENT

In the **ONE PLAYER** game, you must choose a fighter from the 12 sentient beings available. Each character has their special talents, so choose wisely! Your goal will be to defeat the other fighters in a match to decide whose planet will be rescued by the omni-entities. Use the Control Pad to move the cursor, and press any button to select. If you're ready, then check **YES**. If you want to change your selection, select **NO**. Good luck!

## TWO PLAYER GRUDGE MATCH

In the **TWO PLAYER** game, you and a competitor will choose fighters, then battle for victory; best 2 out of 3 wins! Select characters in the same manner as mentioned above. When both characters are ready, then select **YES**. Otherwise, you'll have the option to go back and change your characters. May the best - thing - win!

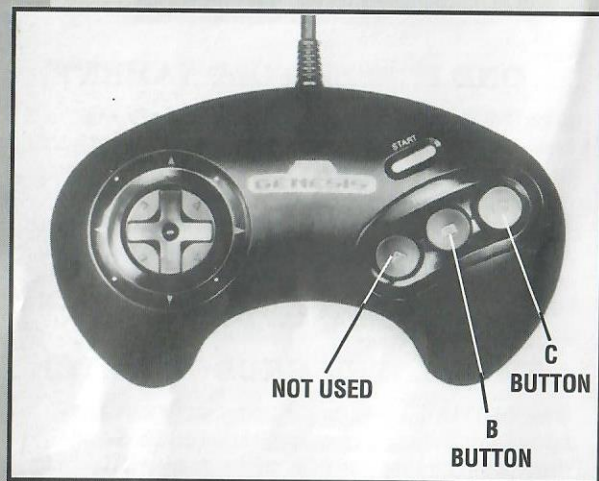
After you have made your game selections, the screen will switch to the **Arena** - a fighting area blocked off by force-fields. This is where the pain begins.

## RULES: No Holds Barred.

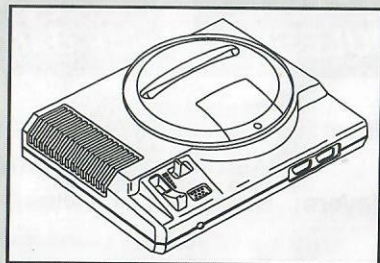
**One Player:** Lose, and you can continue (Maximum = 5 continues).

**Two Players:** Best 2 out of 3 wins.

# CONTROLLING YOUR BEAST



Each character has a different attack.  
Refer to the appropriate page for  
further directions.



## DIO

### When Not Wrestling And On The Ground

		SQUAT	MOVE LEFT	MOVE RIGHT
SWIPE	SWIPE	WHIP	SWIPE	SWIPE
JUMP	JUMP	JUMP	JUMP LEFT	JUMP RIGHT



### When Jumping/Not Wrestling

JUMP KICK	FANG DIVE	ROLLING HEAD BUTT	JUMP KICK	JUMP KICK
JUMP KICK	JUMP KICK	JUMP KICK	JUMP KICK	JUMP KICK



(F) = FORWARD MOVEMENT

### When Wrestling

			BREAK AWAY	BREAK AWAY
CHOMP	CHOMP	CHOMP	CHOMP	CHOMP
OVERHEAD SNAP	OVERHEAD SNAP	OVERHEAD SNAP	OVERHEAD SNAP	OVERHEAD SNAP





# DIRK

When Not Wrestling And On The Ground

		SQUAT	MOVE LEFT	MOVE RIGHT
KICK	KICK	LOW KICK	KICK	KICK
JUMP	JUMP	JUMP	JUMP LEFT	JUMP RIGHT

When Jumping/Not Wrestling

DROP KICK	DROP KICK (F)	KNEE BLAST	DROP KICK	DROP KICK
JUMP KICK	JUMP KICK	KNEE BLAST	JUMP KICK	JUMP KICK

(F) = FORWARD MOVEMENT

When Wrestling

			BREAK AWAY	BREAK AWAY
BACK DROP	BACK DROP	BACK DROP	BODY THROW	BODY THROW
FLYING PILE DRIVER	FLYING PILE DRIVER	FLYING PILE DRIVER	FLYING PILE DRIVER	FLYING PILE DRIVER

# EQUUS

When Not Wrestling And On The Ground

		SQUAT	MOVE LEFT	MOVE RIGHT
PUNCH	PUNCH	LOW KICK	PUNCH	PUNCH
JUMP	JUMP	JUMP	JUMP LEFT	JUMP RIGHT

When Jumping/Not Wrestling

JUMP KICK	SHOWER KICK	JUMP KICK	JUMP KICK	JUMP KICK
JUMP KICK	JUMP KICK	SHOWER KICK	JUMP KICK	JUMP KICK

(F) = FORWARD MOVEMENT

When Wrestling

			BREAK AWAY	BREAK AWAY
SHOWER KICK	SHOWER KICK	SHOWER KICK	POWER SLAM	POWER SLAM
NECK CRUNCH	NECK CRUNCH	NECK CRUNCH	NECK CRUNCH	NECK CRUNCH

# GOLDROCK

## When Not Wrestling And On The Ground

		SQUAT	MOVE LEFT	MOVE RIGHT
KICK	KICK	KICK	KICK	KICK
JUMP	JUMP	JUMP	JUMP LEFT	JUMP RIGHT

## When Jumping/Not Wrestling

JUMP KICK	BOULDER DASH (F)	POUND	JUMP KICK	JUMP KICK
JUMP KICK	JUMP KICK	JUMP KICK	JUMP KICK	JUMP KICK

(F) = FORWARD MOVEMENT

## When Wrestling

			BREAK AWAY	BREAK AWAY
BACK THROW	BACK THROW	BACK THROW	BACK THROW	BACK THROW
EDDY THROW	EDDY THROW	EDDY THROW	EDDY THROW	EDDY THROW

# GRINDER

## When Not Wrestling And On The Ground

		SQUAT	MOVE LEFT	MOVE RIGHT
KICK	KICK	UPPERCUT	KICK	KICK
JUMP	JUMP	JUMP	JUMP LEFT	JUMP RIGHT

## When Jumping/Not Wrestling

SLASH	CHOPPER KICK	KNEE DROP	PUNCH	PUCH
JUMP KICK	JUMP KICK	KNEE DROP	JUMP KICK	JUMP KICK

## When Wrestling

			BREAK AWAY	BREAK AWAY
BREAK-DANCE	BREAK-DANCE	BREAK-DANCE	BREAK-DANCE	BREAK-DANCE
CATAPULT	ROCK N' ROLL	ROCK N' ROLL	ROCK N' ROLL	ROCK N' ROLL



# MASTODON

When Not Wrestling And On The Ground

		SQUAT	MOVE LEFT	MOVE RIGHT
TRUNK WHIP	TRUNK WHIP	TUSK STAB	TRUNK WHIP	TRUNK WHIP
JUMP	JUMP	JUMP	JUMP LEFT	JUMP RIGHT

When Jumping/Not Wrestling

JUMP KICK	DIVING HEAD SLAM (F)	HEAD SLAM	JUMP KICK	JUMP KICK
FLYING NOSE WHIP	FLYING NOSE WHIP	HEAD SLAM	FLYING NOSE WHIP (LEFT)	FLYING NOSE WHIP (LEFT)

(F) = FORWARD MOVEMENT

When Wrestling

			BREAK AWAY	BREAK AWAY
NOSE LAUNCH	NOSE LAUNCH	NOSE LAUNCH	NOSE LAUNCH	NOSE LAUNCH
TRUNK THROW	TRUNK THROW	TRUNK THROW	TRUNK THROW	TRUNK THROW

# MORIN

When Not Wrestling And On The Ground

		SQUAT	MOVE LEFT	MOVE RIGHT
TONFA STRIKE	TONFA STRIKE	TONFA STRIKE (LOW)	TONFA STRIKE	TONFA STRIKE
JUMP	JUMP	JUMP	JUMP LEFT	JUMP RIGHT

When Jumping/Not Wrestling

TONFA STRIKE	TONFA BLITZ	FLYING TONFA	TONFA STRIKE	TONFA STRIKE
TONFA STRIKE	TONFA STRIKE	"RAINING PAIN"	TONFA STRIKE	TONFA STRIKE

When Wrestling

			BREAK AWAY	BREAK AWAY
HURRICANE	HURRICANE	HURRICANE	HURRICANE	HURRICANE
TONFA THROW	TONFA THROW	TONFA THROW	TONFA THROW	TONFA THROW

# PHOENIX

When Not Wrestling And On The Ground

		SQUAT	MOVE LEFT	MOVE RIGHT
PUNCH	PUNCH	LOW KICK	PUNCH	PUNCH
JUMP	JUMP	JUMP	JUMP LEFT	JUMP RIGHT

When Jumping/Not Wrestling

JUMP KICK	JUMP KICK (F)	KNEE DROP	JUMP KICK	JUMP KICK
FLY	FLY	TALON SLASH	FLY	FLY

(F) = FORWARD MOVEMENT

When Wrestling

			BREAK AWAY	BREAK AWAY
BACK DROP	BACK DROP	BACK DROP	CATAPULT	CATAPULT
PILE DRIVER	PILE DRIVER	PILE DRIVER	JUMP KICK	JUMP KICK

# ROTUNDO

When Not Wrestling And On The Ground

		SQUAT	MOVE LEFT	MOVE RIGHT
SLAP	SLAP	LOW SLAP	SLAP	SLAP
JUMP	JUMP	JUMP	JUMP LEFT	JUMP RIGHT

When Jumping/Not Wrestling

JUMP N' SLAP	JUMP N' SLAP (F)	FLYING GUILLOTINE	JUMP N' SLAP	JUMP N' SLAP
JUMP N' SLAP	JUMP N' SLAP	JUMP N' SLAP	JUMP N' SLAP	JUMP N' SLAP

(F) = FORWARD MOVEMENT

When Wrestling

			BREAK AWAY	BREAK AWAY
BACK BREAKER	BACK BREAKER	BACK BREAKER	HEAD BUTT	HEAD BUTT
OVERHEAD THROW	OVERHEAD THROW	OVERHEAD THROW	OVERHEAD THROW	OVERHEAD THROW



# UPPERCUT

When Not Wrestling And On The Ground

		SQUAT	MOVE LEFT	MOVE RIGHT
PUNCH	PUNCH	PUNCH LOW	PUNCH	PUNCH
JUMP	JUMP	JUMP	JUMP LEFT	JUMP RIGHT

When Jumping/Not Wrestling

JUMP PUNCH	JUMP PUNCH (F)	JUMP PUNCH	JUMP PUNCH	JUMP PUNCH
JUMP PUNCH	JUMP PUNCH	JUMP PUNCH	JUMP PUNCH	JUMP PUNCH

(F) = FORWARD MOVEMENT

When Wrestling

			BREAK AWAY	BREAK AWAY
ATOMIC UPPERCUT	ATOMIC UPPERCUT	ATOMIC UPPERCUT	CANNON-BALL	CANNON-BALL
SHOTGUN BLOW	SHOTGUN BLOW	SHOTGUN BLOW	SHOTGUN BLOW	SHOTGUN BLOW

# XENON

When Not Wrestling And On The Ground

		SQUAT	MOVE LEFT	MOVE RIGHT
FIRE BLAST	FIRE BLAST	FIRE BLAST (LOW)	FIRE BLAST	FIRE BLAST
JUMP	JUMP	JUMP	JUMP LEFT	JUMP RIGHT

When Jumping/Not Wrestling

JUMP KICK	JUMP KICK (F)	KNEE DROP	JUMP KICK	JUMP KICK
TAIL WHIP	TAIL WHIP	KNEE DROP	TAIL WHIP	TAIL WHIP

(F) = FORWARD MOVEMENT

When Wrestling

			BREAK AWAY	BREAK AWAY
AVALANCHE GRIP	AVALANCHE GRIP	AVALANCHE GRIP	JUMP KICK	JUMP KICK
FLYING TAIL BLOW	FLYING TAIL BLOW	FLYING TAIL BLOW	AVALANCHE GRIP	AVALANCHE GRIP



# ZYGRUNT

## When Not Wrestling And On The Ground

		SQUAT	MOVE LEFT	MOVE RIGHT
SLICE	SLICE	LOW JAB	SLICE	SLICE
JUMP	JUMP	JUMP	JUMP LEFT	JUMP RIGHT

## When Jumping/Not Wrestling

JUMP KICK	JUMP KICK (F)	SKULL SPLITTER	JUMP KICK	JUMP KICK
JUMP KICK	JUMP KICK	KNEE DROP	JUMP KICK	JUMP KICK

(F) = FORWARD MOVEMENT

## When Wrestling

			BREAK AWAY	BREAK AWAY
BACK BREAKER	BACK BREAKER	BACK BREAKER	PILE DRIVER	PILE DRIVER
OVERHEAD THROW	OVERHEAD THROW	OVERHEAD THROW	OVERHEAD THROW	OVERHEAD THROW

## LIMITATIONS ON WARRANTY

Any applicable implied warranties including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the same conditions set forth herein. In no event shall TRECO be liable for consequential or incidental damages resulting from the breach of any expressed or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, to the above limitation or exclusion may not apply to you. This warranty provides you either specific legal rights. You may have other rights which vary from state to state.

TRECO warrants to the original consumer purchaser that the TRECO cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, TRECO will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

### To receive this warranty service:

1. DO NOT RETURN YOUR TRECO CARTRIDGE TO YOUR RETAIL SELLER.
2. Notify the TRECO Consumer Division of the problem requiring warranty service by calling: (213) 782-6960
3. If the TRECO service technician is unable to solve the problem by phone, he will provide you with instructions to return the defective cartridge to us. He will issue a return Authorization number, which must be recorded on the outside packaging of the defective cartridge. The cost of returning the cartridge to TRECO's service center shall be paid by the purchaser. Please return cartridge along with dated proof of purchase to:

## TRECO

2421 205th Street, Suite D-204  
Torrance, CA 90501

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